Art Digital Media: Game Design AA

**Program Learning Outcomes**

Students completing this program will be able to:

1. Develop technical proficiency using computer hardware and software appropriate to the game design or 3D design industry.
2. Visually and verbally conceptualize in a clear and concise way the artistic/technical direction for a game design project.
3. Articulate, analyze, and evaluate the meaning in creative projects, including social contexts and ethical choices.
4. Work collaboratively within a creative team.
5. Develop a professional portfolio of work.

**Careers in**

- Game design
- Game development for the web
- Assets for game production

---

**Required**

- **ARTDM 105** Introduction to Digital Imaging
- **ARTDM 160** 3D Modeling and Animation I
- **ARTDM 161** 3D Modeling and Animation II
- **ARTDM 167** Digital Animation
- **ARTDM 180** Game Design I
- **ARTDM 181** Game Design II

**PLUS at least 3 units**

- **ARTDM 115** Digital Interface Design
- **COMSC 110** Introduction to Programming
- **DRAMA 122** Basic Principles of Acting

---

For information about transferring, see: [https://www.dvc.edu/enrollment/transfer/index.html](https://www.dvc.edu/enrollment/transfer/index.html)

For information on careers in this field see: [https://www.dvc.edu/enrollment/career-employment/index.html](https://www.dvc.edu/enrollment/career-employment/index.html)